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MAGNUM QUEST
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Magnum Quest

Magnum Quest is an adventure game with high resolution graphics.

It runs on a VZ 200 or VZ 300 with at least 16K RAM expansion.

The object of the game is to direct the private detective, Thomas Magnum in solving a case.

You'll learn about which case you'll be handling, during the game.

Start the program, after inserting the program diskette, with BRUN"MAGNUM".

The program switches between the text mode and the graphics mode. In the graphics mode, you can look at the surroundings, in text mode, you can act, ie. you have things to do, move, take things etc.

The graphics mode is always reached automatically, whenever you arrive at a new game location, or via the SHOW or SEE instructions.

You can reach the text mode from the graphics mode by pressing any key.

You can have commands made up of two or more words, for example:

LIST - displays the list of objects that you are carrying

SHOW - displays a picture of the room or the landscape

EXAMINE AXE, GO OUT, TAKE AXE or TAKE THE AXE.

After entering an instruction, which results in no change of location, a text reponse will be printed. After that, flashing characters >> will be displayed continuously in the lower right hand corner of the screen, until a key is pressed.

Magnum Quest

The beginning of a solution for all those, who are still unable to get past the first steps of the game and have almost given up.

First a general piece of advice:

In order to use an object eg. read a newspaper, eat berries or unbolt a door, you must first take the object. But note, you can only carry a maximum of five objects. If necessary, put something aside again. With LIST you can always see exactly what you are carrying.

Now to describe the game:

Gansters have knocked Magnum unconscious and abducted him. On awakening, he finds himself in a locked hut. Trying to open the door, he fails, it is obviously bolted. AS a result Magnum examines the hut, to find a way out.

The floor is rotten, however, there is nothing he can use to break through it. Under the bed he finds a newspaper. On reading it, he is surprised to discover, in this way, that he's given a new case. In the fireplace are ashes. In a careful examination of them, he finds a nail. That is the object he needs to open the door. It succeeds at the first attempt and Magnum is able to leave the hut.

He finds himself in a place enclosed by surrounding jungle. Apart from the hut, he finds in this spot, another older shed, a ladder leaning against the wall. Two tracks lead into the jungle, but without a chart or a map, any attempt would be lost.

Now Magnum examines the rest of this place, in the hope, of finding a hidden object, a chart or a map to come to his rescue. He enters the shed and discovers a row of objects. There is also a tool box, however the key for the fastened padlock is missing. Could there be a map concealed in the box? How can the box be opened?

Magnum's agile mind again finds a solution. He takes the box, leaves the hut and climbs up the ladder onto the roof. From there, he throws the toolbox down and sees that it bursts open and tools of various kinds are scattered on the ground.

Magnum climbs down the ladder again and examines the contents of the box. No chart, no map. Where can he look now?

The rotten floor of the hut, which he had previously suspected, suddenly occurs to him. He takes the hammer, that has fallen from the box, returns to the hut, and uses it to remove a board from the floor. Underneath, he finds, amazingly, the long sought after map.

With the map, Magnum leaves the hut and takes with him from the shed and the tools lying around, the objects he might possibly use on his way through the jungle.

Fully laden, he follows the map and arrives suddenly at a river. Near the bank, made to order for him, a small boat rocking in the water.

On stepping into the boat, his luck changes. Magnum checks the boat, but finds no paddles or oars. Suddenly a deafening roar indicates that the boat is approaching a waterfall. What is to be done? Thankfully, Magnum has brought an object, that in an emergency, can be used as an oar. He immediately begins to row and lands in a small cove. After leaving the boat, it rushes away in the direction of the waterfall.

In the cove, he stands in front of a steep, rock face. He finds there, a bush, thick with ripe berries. Magnum, becoming aware of his great hunger, eats some of them.

Behind the bush, he discovers a cave. But it does not inspire confidence and he decides not to enter the cave. He turns a stone lying nearby on its side. A snake darts out from underneath it, and bites him. Magnum immediately fears the worst. However, nothing happens to him, something must have made him immune to it.

Under the stone, he finds a compass. It is something that is always useful, so Magnum takes it.

But how can he get any further? How can he leave the cove? The boat is gone. Any moment, the cave could collapse. Being athletic, Magnum decides to climb the rock face. By chance, he has taken the rope from the hut and with its help, can climb the cliff.

Arriving at the top, Magnum discovers that the map is of no further help. He decides from now on to follow the direction of the compass, he had taken just to be on the safe side.

Have fun.